




Conversions

Some players may wish to convert existing *AFMBE* characters into  or vice-versa. Below is a system for doing so.


Attributes and Abilities



The basic capacities of a character are called Attributes in the **Unisystem** and abilities in . The tables below show the correspondence between Attributes and abilities.

Abilities to Attributes


	Unisystem
Strength	Strength
Dexterity	Dexterity
Constitution	Constitution
Intelligence	Intelligence
Wisdom+Intelligence/2 (round down)	Perception
Wisdom+Charisma/2 (round down)	Willpower

Attributes to Abilities


Unisystem	
Strength	Strength
Dexterity	Dexterity
Constitution	Constitution
Intelligence	Intelligence
Perception+Willpower/2 (round down)	Wisdom
Strength+Constitution+Intelligence/3 (round down)	Charisma

Once the proper calculations are made, apply the numbers to the table below to convert scales. For example, a character with Intelligence 4 in **Unisystem** would have Intelligence 14 in , and vice-versa. A **Unisystem** character with a Perception 3 and Willpower 2 would have Wisdom 10 in .

Attributes/Abilities Correspondence


	Unisystem
1-3	-2
4-6	-1
7-8	0
9	1
10-11	2
12-13	3
14-15	4
16-17	5
18-19	6
20-21	7
22-23	8
24-25	9
26-27	10
28-29	11
30-31	12
+2	+1

What Level Am I?

The **Unisystem** does not use levels, so this aspect of the conversion to  is at best an estimate. The easiest method for figuring out what level the character would begin at is by looking at each individual character and his Attributes and abilities and comparing them to the class that most fits the character. This material uses the Police Officer (see p. 74) to walk players through the process of conversion.

First things first. Take each of the **Unisystem** character's Attributes and convert them to abilities. The Police Officer Attributes come out something like this: Str 12, Dex 10, Con 14, Int 12, Wis 14, Chr 12.

Next, choose the most appropriate class and profession for the character. The Police Officer best fits the Tough Hero class and the Law Enforcement occupation.

Next total up how many feat slots and talents the character possesses. Start with the **Unisystem** character's Qualities and Drawbacks. You may also need to look at the character's skills, as some skills become feats in .